



THE GOAT

Myth • Blend

MOV COM RAN ARC MYT WND SAN

6/9

8/8

7/7

7/7

2

24

9

GORE

COM • Base • Haemorrhage

GOD SHARD

1 MYT

This model gains +1/+1 COM, RAN & ARC until the end of its activation.

ABOMINATION

This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

FLAILING DEATH

Models in base contact with this model at the end of its activation must pass a COM defence test or suffer 3 WND.

ENRAGE

This model gains +1/+1 COM until the end of the turn if it charges or is charged.

BLOOD MAGIC

When this model activates you may suffer 1 WND to gain a re-roll until the end of the turn.



50MM BASE